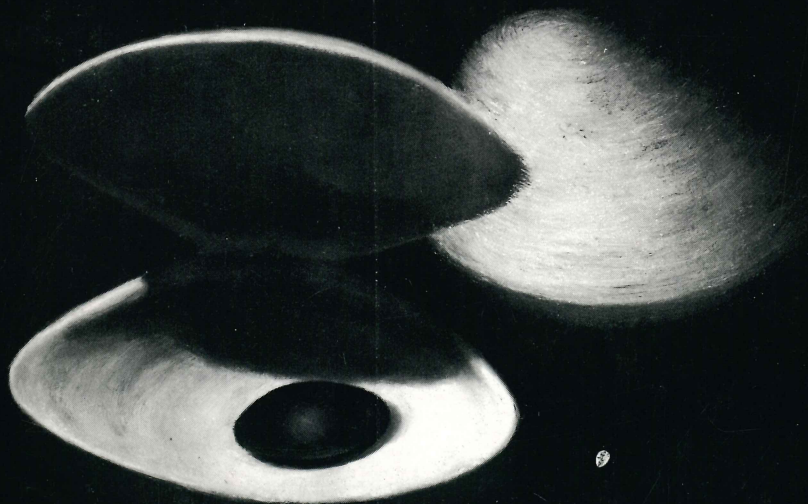


# The American Go Journal

Volume 26, Number 3

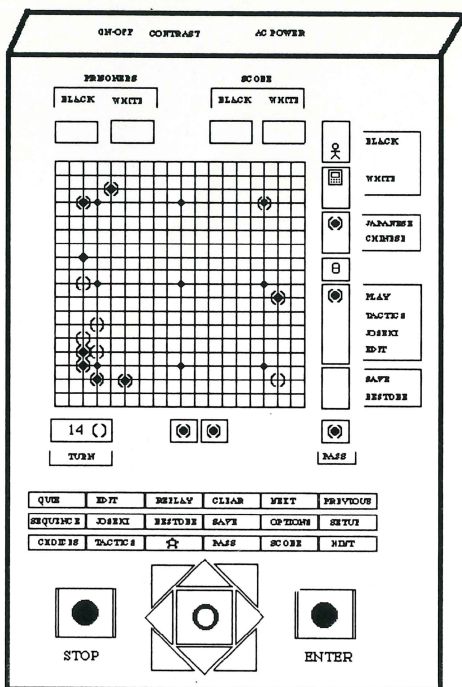
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# The American Go Journal

Volume 26, Number 3

Summer 1992

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Beyond being merely a game, go can take on other meanings to enthusiasts: an analogy with life, an intense meditation, a mirror of one's personality, an exercise in abstract reasoning, or, when played well, a beautiful art in which black and white dance across the board in delicate balance. But most important for all who play, go is challenging and fun.

**THE AMERICAN GO JOURNAL (ISSN 0148-0243)** is a publication of The American Go Association and offers instruction, commentary, news and articles of general interest about the game of go. AGA membership and AGJ subscription is \$25/year. Copyright 1992 by The American Go Association. All rights reserved. Reproduction in whole or in part is prohibited. Back issues are \$25/volume. Write: AGA, Box 397, Old Chelsea Station, New York, NY 10113.

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The American Go Association is the national organization of US go players, cooperating with similar national organizations around the world. We:

- publish The American Go Journal and Newsletter
- maintain a computerized numerical rating system
- sanction and promote AGA-rated tournaments
- organize the US Go Congress and Championships
- distribute an annual club list and membership list
- schedule and organize tours of professional players
- work to develop a strong national network of clubs
- promote go and enhance public awareness
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# GO NEWS

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## A Few Editorial Comments

We have a lot to tell you about, and we're not going to be able to do it all this issue. In addition to the US Go Congress, there was also the monumentally successful World Youth Wei Ch'i Championship in San Jose; Jim Kerwin's annual weeklong Hollyhock Farms go retreat; the Cotsen Open in Los Angeles; and an especially interesting European Congress in Canterbury, attended by ten US players. Proper coverage of these events would probably take up an entire issue. Instead, some of this coverage (especially the Cotsen and the EGC) will run next issue.

Please note that since our brief experiment with using squares to denote captured stones in game diagrams was not very popular, we are going back to using regular circular stones.—RL

## Go For Sierra

The Sierra Network (TSN), a subsidiary of Sierra On-line, is an online game service with VGA graphics, similar in quality to those found in such Sierra hits as *King's Quest* and *Leisure Suit Larry*. Current offerings include bridge, cribbage, checkers, chess, hearts, backgammon, miniature golf, Paintball (the computer equivalent of Survival), and Red Baron (blow other subscribers out of the sky).

This month (October), TSN will add a wide range of new features, including go. Using special software developed in consultation with Ishi Press International, players from anywhere in the country can play up to 30 hours of go (or other features) per month for a \$12.95 subscription fee and a local phone call. Other new features will include a 3D Tic-Tac-Toe, a D&D type game and an online singles bar! (There will be a \$4 per month surcharge for some activities, but not to play go.)

TSM works with 16 MHz 286 chip IBM or compatible machines or better. For further information, see ad p. 9 or call either (800) SIERRA1.—RL

## The Children's Crusade

We all know that the key to go's future lies in teaching children, but no one is doing more to bring this about than Anton Dovydaitis of Ishi Press International. He conducts regular children's classes at a local game store, and organized an amateur youth tournament with 30 entrants held during the World Youth Weiqi Championship in San Jose (see p. 6). He has already secured sponsorship for another children's tournament to be conducted in the near future in San Diego, and is planning to establish a Children's Go Association as a chapter of the AGA. For more information on any of these projects, write him at 191 North Ninth St, San Jose CA 95112-3472, or call him at (408) 944-9900.—RL



## HOLLYHOCK GO WORKSHOP 1992

by Robert LaFleche

"... I have the feeling I've begun to get a little insight into go. A light, though very faint, has shone onto the game that was nothing but suffering for me, illuminating the board that was pitch black."

Thus spoke Cho Chikun, Honinbo, after the 6th and decisive game of the 46th Honinbo title in July 1991. You realize that this relegates us amateurs to the beginning of a dark, labyrinthine tunnel of ignorance, with mud up to our nose.

We've had our games (our soul) dissected by James Kerwin's knife at Hollyhock this summer. Jim once said, "I'll slice away and keep just the essence of go." Well, he kept on slicing and cutting until a whole lot of slivers were left in a pile on the ground.

I've long ago realized that my board blackens out at about the sixth move. After that, puppet strings take hold of my right arm and drop stones here and there on the board. Much later the puppet strings vanish and I hear myself say, "Pass" or "I guess there are only dames left." The sound of my voice wakens me from the trance: "Let's count."

Roy Langston (who recently returned to Canada after an extended stay in Japan), told a story about a player who learned the game from a book, and showed all his friends (probably lost a few) over a period of more than ten years. He met a Japanese player once who asked how strong he was. Our friend: "I've never met anybody I can't beat." Invited to the Japanese fellow's house, he was very impressed by the 12 inch go board, the thick, heavy stones, the go woodblock prints on the wall. "Nine stones," said the Japanese. After the game, not one black group was left on the board. A lesson in humility.

This year my wife and children came with me to Hollyhock. Linda has endured my play for more than ten years. ("... Yet Otake's words struck me as odd. Did they tell, perhaps, of youth, of a thirty-year-old who was a captive of go but had not yet been bled by it? His household must be a happy one, I thought." Kawabata, *The Master of Go*.) Linda belongs to the majority of go widows who would rather watch paint dry or grass grow than play go. This week at Hollyhock I actually heard her say, "I can't wait for my next game." Alleluia!

Hollyhock is about increasing your awareness of the game. Hollyhock is about friends. Hollyhock is a feeling. Push back the day when Hollyhock is not a well-kept secret.

*Next issue: Games and comments*

# 1992-93 AGA TOURNAMENT AND EVENT CALENDAR

| DATE     | EVENT                                                                         | CONTACT                         |
|----------|-------------------------------------------------------------------------------|---------------------------------|
| 10/17-18 | The New York Amateur Meijin<br>New York City (AGTC Event)                     | Michael Simon<br>(212) 223-0342 |
| 10/17-18 | Springs Go Tournament<br>Colorado Springs, CO                                 | Jim Michali<br>(719) 633-8349   |
| 11/1     | Japanese Ambassador's Cup<br>Ottawa, Canada                                   | Marc LeCours<br>(613) 233-6965  |
| 11/7-8   | Rochester Open<br>Rochester, NY<br><i>Special Guest: Zhu-jiu Jlang, 9-Dan</i> | Chris Garlock<br>(716) 271-4004 |
| 11/7-8   | Houston Go Tournament<br>Houston, TX                                          | Mike Peng<br>(713) 486-7286     |
| 11/21-23 | North American Fujitsu Invitational<br>New York City                          | Michael Simon<br>(212) 223-0342 |
| Nov.     | Fourth Mid-Atlantic Tournament<br>Washington, DC                              | Ken Koester<br>(703) 830-5839   |
| 12/30-31 | Int'l Amateur Invitational Tourn<br>Chinese Go Club of Los Angeles            | James Chen<br>(818) 281-6916    |

## 1993

|      |                                                                           |                                  |
|------|---------------------------------------------------------------------------|----------------------------------|
| 1/16 | Quarterly Handicap Tournament<br>Falls Church, VA                         | Allan Abramson<br>(703) 684-7676 |
| 1/17 | The New York Open<br>New York City                                        | Michael Simon<br>(212) 223-0342  |
| 1/17 | Mass Go. Assn. Winter Tournament<br>Cambridge, MA ( <i>Computers OK</i> ) | Don Weiner<br>(617) 734-6316     |
| 1/23 | Super Go Tournament<br>Pittsburgh, PA                                     | Fred Hansen<br>(412) 421-5121    |

## PLAN YOUR EVENT NOW

**To list your tournament here,  
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**\*NOTE:** Computer programs are barred from participating in AGA tournaments unless otherwise specified:  
**If this informaton concerns you please double-check with the Tournament Director prior to registration.**



# GO WEST, YOUNG PERSON

**World Youth Wei Ch'i Championship Comes To The US**

*by Ernest Brown*

The Ninth World Youth Wei Ch'i Championship was held for the first time in the United States in San Jose, California from August 12 through August 18, 1992. Twenty-eight representatives from fourteen countries played in this year's event. For a few of the players, getting there was a more difficult problem than any they would face on the board. Milos Bojanich from the former Yugoslavia had to leave his country by land and make his way to Switzerland before traveling by air to the tournament. His visa application was tenuous, but by camping out overnight he persuaded State Dept. officials to let him in. Daniil Matveev and Andrei Tulkov also had considerable difficulties leaving Russia. But in the end each invitee arrived safely.

The opening ceremony was attended by a number of local Mayors and civic leaders. Proclamations were made on behalf of the local governments as well as the California State Assembly, California Governor Pete Wilson, Democratic Presidential Candidate Bill Clinton and President Bush. Apple Computer, which loaned six computers to the organizing committee for desktop publishing and producing tournament game records, presented T-shirts to all of the event participants.

This year may have seen the strongest field of players in the history of the tournament. They were led by Zhou Heyang 3D of China. Zhou, at age 16, is thought by many to be the next rising star on the international



**WINNERS, SPONSORS, ORGANIZERS: l. to r., Zhou He-yang (winner), Bi Wei (2nd), AGA President Barbara Calhoun, Apple Computer Vice President David Barram, Tournament Organizer Ernest Brown and C. S. Shen, President of the Ing Foundation**

professional go scene. He has already defeated a pro 9-Dan player in a regular tournament in China. One of his earlier teachers, Huyang Jinxian 6-Dan, stopped in San Francisco on his way to the Go Congress and said that he can no longer win against Zhou. In fact, our own Jiang Zhujiu 9-Dan said that he would have to be "very careful" in playing Zhou!

The youngest member of the tournament, in the Junior Division, was nine year old Lee Se Dol 4-Dan of Korea. Lee was well known to our local Korean players from articles in Korean go magazines. Lee was undefeated in the first five qualifying rounds, but slipped to 11 year old Lin Chih-Han 6-Dan of Taiwan, in the final match. Another junior player of renown was 10 year old Bi Wei of China. Bi arrived at the tournament with a fever and had to visit a hospital emergency room on the first night. He spent most of his time nursing his illness during the week, but his brief appearances left him in second place after the qualifying rounds.

This year's American representatives were Yuan Zhou 6D of Maryland who is the current United States Eastern Regional Champion, and David Zeng 3-Dan. David, who is a chess master as well, also represented New Mexico this year in an exchange tour of track stars to China. Yuan started the tournament strongly by defeating Toyoda Toru 6D, of Japan. His final score was 3-2, losing only to the top two players Zhou Heyang and Chou Chun-Hsun 6-Dan of Taiwan. However, he missed qualifying for the final four by one point on tie breakers. Because the Senior section had an odd number of players this year the organizers were required to provide a local player to round out the field to sixteen. Sixteen year old Joey Hung 6D of the San Francisco Go Club entered the tournament as an alternate and



**HO, HO, HO: Is that St. Nick or Herb Doughty organizing the children's handicap tournament that was held on the last day?**



became the first United States player to enter the final four since Janice Kim's second place finish in the second youth championship.

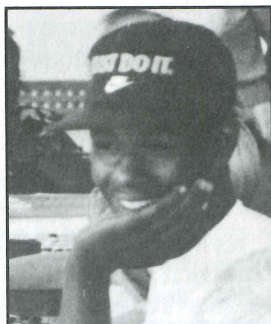
During the week several games were played by professionals visiting as team leaders. Also visiting was Chun Sam Jho 7-Dan of Korea, who had just left the Go Congress. Among this crowd of strong players was Hsia Hsian Yi of Taiwan, who won the Junior and Senior Division of this tournament in 1989 and 1990 and was in a three way tie for first in the 1991 World Amateur Championship. Hsia, who I believe is still young enough to qualify for the youth tournament, says he has retired from go and lives somewhere in New York. He was ineligible for this tournament because he is not a US citizen, but he was persuaded to play a couple of friendly games during the friendship tournament as well as presenting the trophies at the awards ceremony.

The final day of the tournament was a grand festival of go with the finals of the Senior and Junior Divisions, a friendship tournament matching local players and visitors against the remaining youth participants and a special local youth tournament arranged by Ishi Press. Ishi Press also presented T-shirts to all of the participants of the World Youth Championship.

Jiang Zhujiu 9-Dan provided commentary during the final match between Zhou Heyang and Chou Chun-Hsun, which was transmitted by video from the playing area into an adjoining room for on-lookers.

In the Senior Division the final four standings were: Zhou Heyang 3-Dan (China) champion, Chou Chun-Hsun 6-Dan (Taiwan) 2nd, Toyoda Toru 6-Dan (Japan) 3rd, and Joey Hung 6-Dan 4th. In the Junior the final four standings were: Lin Chih-Han 6-Dan (Taiwan) champion, Lee Se Dol 4-Dan (Korea) 2nd, Bi Wei (China) 3rd, and Lin Cheng Yuan 3-Dan (Hong Kong) 4th.

We are extremely grateful to the numerous sponsors who made this event possible, including Apple Computer, Hewlett-Packard, Octus, H. S. Dakin Company, Tandem Computers, the *San Jose Mercury News*, the Wells Fargo Bank, and above all the Ing Chang-ki Wei Ch'i Educational Foundation in Taiwan, which conceived this event in 1984 and has been its primary sponsor each year since then. Special thanks also go to TD Mike Bull, Tommy Shwe for pulling together a really impressive level of community support and sponsorship, and handicap tournament director Anton Dovydaytis. Top finishers in years past have gone on to fame and fortune in the world of go, and we wish this year's participants the best of luck. More importantly, everyone who attended was swept away by the eager energy of these youngsters who made friends easily, played hard, and learned a bit about what a big place the world is.●●

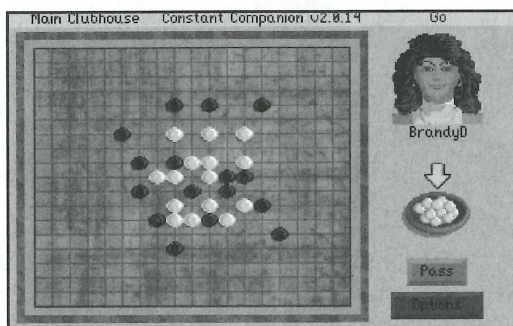


**Handicap Tournament  
winner Peter  
Wilson-Corchado**

***NEXT ISSUE:** Selected games with comments by Janice Kim*



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# ON THE OREGON TRAIL

## THE EIGHTH US GO CONGRESS

by Roy Laird

The Eighth US Go Congress was held from August 1-9 at Willamette University in Salem, Oregon. With 218 participants in the first week-long US Open, an exciting 2nd Ing Cup tournament featuring 16 of America's strongest players, and a nonstop festival of special events throughout the week, it was a great success.

The setting itself was beautiful and conveniently situated. The playing area and dorms surrounded a large, lovely green which was often filled with enthusiastic soccer playing go players. A brook meandering through the campus and a lovely garden just across a bridge offered players the perfect venue for quiet contemplation between rounds. A mother duck and her ducklings paraded about in search of food, often approaching within arm's reach. But while the wildlife was tame, the games in the major tournaments were wild and hard-fought.

### The Second Ing Cup Tournament

Conducted by TD Chris Kirschner under Ing's SST Laws of Wei Ch'i (see *The Go Player's Almanac* pp. 247-251), this 16-player Swiss style tournament was the centerpiece of the Congress. Players in this event were chosen based on their standing in the AGA rating system. With \$10,000 in prizes at stake, play on the top boards became more and more tense as the players approached the final round, which pitted Dae Yol Kim of New York against Woo Jin Kim of Los Angeles, a complicated and hard-fought game that ended in Dae Yol's favor. (The game appears starting on p. 20.)

### The US Open

The first-ever week-long US Open was run by TD Bill Camp as a six round Swiss-McMahon, with one round per day played each morning.

### 1992 ING CUP WINNERS

- 1st (\$4000): Dae Yol Kim (New York)
- 2nd (\$2000): Woo Jin Kim (Los Angeles)
- 3rd (\$1500): Soo Il Kim (Los Angeles)
- 4th (\$1000): Charles Huh (Seattle)
- 5th (\$500): Michael Zeng (New Mexico)
- 6th (\$500): Ron Snyder (New York)
- 7th (\$500): Thomas Hsiang (Rochester, NY)
- 8th (\$500): Jung Ho Lim (Salt Lake City)
- 9th (\$500): Sunghwa Hong (Langley, BC)



Timed at ninety minutes per player, most people were finished by lunchtime and ready to enjoy a full schedule of pro events and lectures in the afternoon. In fact, many people were able to attend the daily "debriefing" at 11:00, where pros were available to analyze the morning's games.

The winner of the US Open was Woo Jin Kim, a sturdy-looking young California resident who will represent the US in the 1993 World Amateur Go Championship, and placed second in the Ing Cup. Yong Wei Peng was selected as the US rep to the World Women's Amateur Go Championship later this year. (Other winners p. 16.)

### **The Pairs Championship Playoff**

If the International Pairs Championship, to be played this fall in Tokyo, is anything like last year's (see AGJ 26:2), it will easily take the prize for "Party Of The Year". Attending the party and playing for the US will be Thomas Hsiang 6D (Rochester), and Judy Schwabe 2D (Cleveland), who teamed up to defeat favorites Zhi-li Peng 6D and his wife Yong Wei 4D in the US playoff, conducted on Friday. Other top teams included Ned Phipps 6D and Joanne Phipps 3D of Berkeley, and Ron Snyder 6D (New York) teamed with last year's female team rep, Debbie Siemon 3D (Atlanta). In addition to the top four boards, twelve additional male/female teams played a handicap tournament based on the average rank of the team. This



**A WINN-ING GROUP, From l. to r.: Front row, Soo Il Kim (3rd), Dae Yol Kim (Winner), Woo Jin Kim (2nd). Second row: Jaun Jose Rivaud (Mexico), Sung Hwa Hong, Y. C. Yang (Director of the Ing Foundation), Jung Ho Lim, Zhi-li Peng. Back row: TD Chris Kirschner, Eric Cote, Ron Snyder, Thomas Hsiang, Ned Phipps.**

# NovaNet GO PROJECT

by Dietrich Schussel

NovaNet (formerly Plato) is a computer-aided learning system that is installed in schools nationwide. The system features over 20,000 hours of instruction stored on a mainframe and delivered over phone lines and InterNet to a special terminal program that runs on a variety of software. The terminal program features color graphics, mouse and sound support. The system is very easy to use as it was targeted for use by grade school kids. High schools, colleges and industry use this system as well for a total of over 3000 terminals.

A go instruction program is being written for this system. It will incorporate the IGO tutorial prepared by Roger White. The main program will allow inter-terminal play with observers. Time, playing strength, komi and handicap are handled. The presentation will be near the quality of Ishi Press' *Many Faces Of Go*, with a messaging and commenting system similar to the InterNet Go Server (IGS)\*. The intent is to create an electronic go club where players can meet play and discuss go. I invite you to join our club!

This project is supported by the American Go Foundation and is scheduled to be running by 10/92. For more information, contact Dietrich Schussel at (602) 891-7223 (work), or dschusch.mdhc@ms.gate.mdhc.mdc.com (InterNet).

NovaNet accounts are available from Bill Strutz, (217) 244-4300; the cost is \$2.50/hour usage and \$10 for the terminal program (specify Mac, IBM, Sun, X format). If you know of a NovaNet using institution, ask them for access - it might be free!

\*To access the InterNet Go Server, telenet 129.24.14.70 6969

event was so popular — and so much fun! — that some people suggested stretching it to two nights next year.

### **Friendship Matches**

A series of informal international friendship matches among teams from various nations was conducted each day in the late afternoon by organizer Jeff Horn. In addition, the yearly US-Korea Friendship Baduk Tournament was conducted on Thursday and Friday. Roy Laird recruited the strongest players he could find for the American side, but the Korean team, recruited by Sam Jho Chun pro 7-Dan, included Korean resident Dr. Kyung, who played for Korea in Denver two years ago, and some fierce Korean-American players: Jung Ho Lim, Kwang Choi, Jason Kim, Andrew Cho, Jasung Lee and Jung Hoon Lee. Out of ten matches, only Michael Simon 5D (New York) and Ned Phipps 6D (California) were able to score victories for the American side.

### **Lightning Tournament**

54 players entered this year's Lightning Tournament, directed on Monday night by Phil Straus. Players were grouped into tables of six players of similar strength and played a round robin of five games, followed by a playoff among table winners on Tuesday. This is always a popular event; players who couldn't get in were disappointed. Table winners were Matt Blair, Gregory Kern, Jim Levenick, Mark Gibson, David Zeng, Ian Osgood and Andreas Carl; overall winners were Arnold van den Hoef and Rich Overholt.

Play was suspended for half an hour when Mr. Jiang expressed an interest in playing some lightning go. After playing a 5D at five stones and winning easily, the handicap was upped to six stones. When Mr. Jiang lost, he complained that TD Phil Straus had not warned him that his group was in danger!

### **Self-Paired Handicap**

A self-paired handicap tournament runs throughout each Congress. Any two players within 9 stones of each other can play and record their results. With an extra day's playing time, a few of this year's participants logged over 40 games. Prizes and winners are listed on p. 17.

### **The "Day Off"**

For the second year, a one day tournament was conducted on Wednesday, the traditional day off. 68 players enrolled in the event, which was directed by Tom Moore. As more and more of them dropped out to take lessons from the pros or play casual or self-paired handicap games, many others took the chance to enjoy the spectacular scenery that awaited them in any direction. The winners were Ju Soon Lee 6D, Sid Pickard 12K and Ian Feldman 5K.



## THE PROS WHO TAUGHT US

Ten professionals attended the Congress this year, five from overseas and five who reside in the US. Our foreign visitors were:

### **YOSHINORI KANO 9-Dan (Nihon Kiin)**

The Japan Go Association's representative is also the author of the four-volume *Graded Go Problems For Beginners*, available in English from Ishi Press.

### **SEIDO OHTA 9-Dan (Kansai Kiin)**

This is the second year that the Nihon Kiin's friendly rival has sent a representative to the Congress.

### **SAM JHO CHUN 7-Dan (Korea Go Association)**

Mr. Chun is the founder of the US-Korea Friendship Baduk Tournament, a yearly international amateur exchange program, and the only professional to have attended all eight US Go Congresses. After the Congress he conducted a teaching tour of the US and Canada.

### **XIN-XIAN HUANG 6-Dan (Chinese Weiqi Association)**

Mr. Huang is the top player and chief organizer of go in Henan, central China.

### **YE-MING HUA 6-Dan (Chinese Weiqi Association)**

One of China's top woman players—as well as a particularly fierce pits player!

Five US resident pros attended the Congress:

### **ZHU-JIU JIANG 9-Dan (China), San Francisco**

Mr. Jiang has been living in the Bay Area for almost two years now, building up a practice as a teacher. He arranged a week-long clinic in Cleveland in May (see AGJ 26:2), and in addition to teaching in person and by computer, sells a series of instructional tapes. He is planning a regular subscription newsletter. Mr. Jiang's friendly and playful attitude made him a popular figure as, in addition to his Congress activities and private lessons, he played soccer by day and cards by night with participants.

### **YI-LUN YANG 6-Dan (China), Los Angeles**

Mr. Yang has been building a national following as the American Go Institute's instructor since 1986, and his many students flocked to him for advice and lessons throughout the Congress, along with many neophytes who discovered his masterly teaching ability through attending the small group lessons he scheduled throughout the week for players of various levels.

## Crazy Go

Along with the usual fare of blindfold team go, three-player go, large board go, small board go and so on, a new event made its debut: four player go. Frank Berkenkotter brought two sets of stones painted red and gold which appeared at the nightly party from Tuesday onward and drew the attention of many players. Several remarked that the shifting alliances led to the need for negotiations, pacts and treaties, making this version of go similar to the board game *Diplomacy*.

On top of the usual menu of simultaneous play and lectures, for the second year a series of small group "clinics" was organized. In these clinics a fixed group of strong amateurs met with a series of professionals each afternoon for game analysis. Bob McGuigan, Hai Chow Chen, Gordon Marsh, Steven Lo and many others acted as translators for the visiting pros. This popular feature was highly praised by the pros as a good instructional format, and it will be expanded at next year's Congress.

In addition, top amateurs were given the opportunity to schedule simultaneous play against weaker players. Many top players volunteered, and there were plenty of weaker players to accommodate them. This feature will be greatly expanded next year.

## Grand Finale

On Saturday afternoon, it seemed like every Congress participant gathered in the downstairs auditorium, while Zhu-jiu Jiang and Janice Kim met upstairs over a go board. Their game was transmitted by closed circuit

### **XIAN-XIAN QIN 5-Dan (China), New Jersey**

This was Ms. Qin's second Congress; she also attended last year's event in Rochester, shortly after moving to the US. In China, she was nationally known as a TV game commentator. At the Congress, she played a full schedule of 10-on-1 and 3-on-1 simultaneous events, and became known as a woman to fear and respect over the go board.

### **JAMES KERWIN 1-Dan (Japan), Minneapolis**

Mr. Kerwin, the only Japanese-certified pro living in the US, arrived at the Congress directly from a week of instruction at the annual retreat he conducts at Hollyhock Farms on Cortez Island off the western coast of Canada. His direct, humorous and easy-to-grasp comments made him a hit at the opening lecture and throughout the week.

### **JANICE KIM 1-Dan (Korea), New York**

Ms. Kim, the resident instructor at the New York Go Institute, played a full exhibition schedule of up to ten games at a time and gave lectures and private lessons throughout the week.

TV to the gathered go fans, who stayed after the game was finished to hear the pros analyze it themselves.

At the banquet closing festivities, Congress Director Jean DeMaiffe introduced her team of helpers: her "personal growler" and Registrar, Ira Smith, who performed ably in both capacities; Treasurer Pat Tibbetts Blair; and Doug Haning, Gregory Kern, Brian Willis, and Matt Blair. The next day players headed homeward, newly inspired by the week of comradeship, play and study, with dreams of next year at Mount Holyoke.oo

## 1992 WINNERS CIRCLE

### US Open

#### 6 Dan

Woo Jin Kim  
Asane Mitsuzo  
Jung Ho Lim

#### 2 Kyu

Alex Feldstein  
Mark Gilston  
Philip Hassinger

#### 5 Dan

Xon Zhou  
Eric Vella  
Jonathan Nagy

#### 3 Kyu

David Matson  
Ozdal Barkan  
Che Cho Yun

#### 4 Dan

Yong Wei Peng  
Arnoud V.D.L. Rutgers  
Norman Whitely

#### 4 Kyu

Charles French  
Wanda Metcalf  
Michael Brago

#### 3 Dan

Joanne Phipps  
Charles Chang  
Vincent Wong

#### 5-6 Kyu

Ian Feldman  
Kevin Greene  
Agustin Garcia

#### 2 Dan

Eugene Spevakov  
Yoskiko Kohri  
Jay Lampert

#### 7-9 Kyu

William Fiscofer  
Paul Roush  
Ted Peterson

#### 1 Dan

Melvin Rosenfeld  
Kikoaki Tanaka  
Conrad Skinner

#### 10-12 Kyu

Sid Pickard  
Truman Collins  
Bert Ortiz

#### 1 Kyu

Franklin Pierce  
Rochard Overholt  
Gerry Fung

#### 13-17 Kyu

Bruce Jacobs  
Ian Osgood  
Gerard Poche



## Handicap Tournament Results

**Champion** (Highest winning percentage)  
Mark Gilston and Horst Sudhoff

**Most Wins**  
Lenard Bjorksen, Clay Smith and Horst Sudhoff

**Kyu Killer** (Most wins by a dan player against kyu players)  
Keith Arnold

**Dan Killer** (Most wins by a kyu player against dan players)  
Chester Zawacki

**Straight Shooter** (Most consecutive ranked players defeated)  
Mark Gilston

**Most Games Played**  
Clay Smith

**Special Prize**  
Takao Matsuda (see game p. 26)

## THE AMERICAN GO FOUNDATION

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## 1992 AGA NATIONAL BOARD MEETING

Thirty people, including AGA officers, chapter representatives and a number of observers, attended the National Board Meeting which began at 6:30 PM on Tuesday night. AGA President Barbara Calhoun announced that she will not seek re-election. Membership Secretary Bob High is the only nominee for an election that will be held later this year.

**\$\$\$:** Recently appointed Treasurer Michael Simon stressed the need for corporate fund raising in his report. Both Calhoun and he spoke to the need for a paid manager or executive director eventually, in view of the AGA's recent growth and development. High's membership report noted that for the first time ever, we have over 1000 full members. Calhoun estimated that with 3000 full members, we could pay a manager \$30,000, hopefully resulting in better management of the AGA's interests.

**Membership:** Chris Garlock of Rochester, who will take over shortly from High as Membership Secretary, reported that he has developed a system for sending reminders to recently lapsed members, correcting a failing that has been partly responsible for our high attrition rate. Up to 200 people per month are now receiving mailings.

**Publications:** Publications Coordinator Roy Laird reported plans aimed at eliminating the chronic delay in AGA publications. Garlock will take over production of the AGA Newsletter, and readers should already have received the September issue. Laird hopes to train several typesetters to do page preparation work and to expand contributions.

**Education:** The post of Education Coordinator was provisionally taken over by Peter Schumer of Vermont. Schumer has taught a go course at Middlebury College for years and hopes to produce a newsletter for people interested in teaching go to children.

**Ratings:** Ratings Commission Chairman Phil Straus reported that Sam Zimmerman is now able to return provisional ratings to tournament directors within two days of receiving their results. He also noted that by analyzing data on foreign players' results in rated tournaments, the Commission believes that ratings are inflated by about 70 points with respect to European ratings. One explanation for this inflation is that new players come into the system rated too high. As they descend to their proper rating, the points they lose are picked up by the players who beat them. The Commission is considering whether to drop all US ratings by 70 points. No other changes would be made in the system—comparative ratings within the system would remain the same. Straus also stated that the rating system may possibly deflate by 70 points or so over the next few years.

**Rules:** Rules Committee Chairman Terry Benson reported that the new AGA Simplified Rules Of Go were in effect for the tournament. While a number of losers of close games were concerned that the pass stone may have changed the result, in no case did this actually occur. Bob High explained in an article last issue why this is theoretically impossible in even games except those with unusual sekis.

**Budget:** The 1993 Budget was approved. Some questions arose concerning the AGA's role in paying for trips taken by officers to events and meetings in the Orient. The AGA has never paid for such trips.

**1993 Congress:** The Western Massachusetts Go Association's proposal to host the 1993 Go Congress at Mount Holyoke College in South Hadley, MA, was approved. This will be their second Congress.

**1994 Congress:** The Greater Washington Go Club's proposal to host the 10th US Go Congress was also approved. Having started the whole Congress phenomenon by organizing the first one in 1985 at Western Maryland College, the organizers were especially delighted to win the chance to host what they hope to make a gala anniversary event. The main site under consideration is Marymount College near Washington DC.

**Future Congresses:** Gunho Choi of Los Angeles raised the possibility of a future Congress in LA, and Bruce Wilcox restated his offer to host a Congress in Hawaii, although he cannot secure a guarantee on the site of choice more than six months in advance. Chris Kirschner, whose group in Seattle hosted the 1986 Congress, also submitted a proposal for 1995. In contrast to the situation a few years ago, when prospective hosts were hard to find, the Congress seems secure as the premier event on the US calendar for years to come. But potential hosts should not feel discouraged from inquiring, especially from the Central region—at the moment, no Central location is under consideration. Other proposals for 1995 can be submitted to the Executive Committee by February 15, 1993.

**Pros In Amateur Tournaments:** Janice Kim had asked the Board to consider whether professionals could play in amateur tournaments for the purpose of accumulating Fujitsu points. Having had the misfortune of losing two games at Fujitsu this year, she found herself in the peculiar position of losing her seed without any way to win it back. The Board decided that the two invitational slots would go to pros; if additional pros wish to compete, a playoff will be organized for the two seats. In addition, any pro is free to play in an AGTC event for points.

**WAGC Restrictions:** There was some informal discussion of the five year no repeat rule which currently applies to the World Amateur Go Championship. Some argued that this rule discourages top players from competing continuously. However, a vote taken last year retained this rule, and no proposal was on the agenda to change it, so no action was taken.

**Strong Player and Pro Advisors:** Simon put forth a proposal that an advisory slot be created to represent the interests of strong players, which was approved.

**Other Business:** A proposal by Bob Terry of Los Angeles to take over production of the AGJournal was referred to the Executive Committee for review. The most congenial and energetic Board meeting in memory adjourned at 10:45 — the earliest ever.

*If you have an opinion about any of these issues, contact your local organizer, regional vice president, or any officer.●●*



# THE ING CUP FINAL

White: Woo Jin Kim 6D

Black: Dae Yol Kim 6D

played August 7, 1992: 8 points komi

Comments by Zhu-jiu (Jujo) Jiang, Yi-lun Yang and Janice Kim

## Game Record 1

**Yi-lun Yang:**

Black's pincer at 7 is not good when White has influence. Playing at *a* is better.

**Jujo Jiang:** Instead of answering 7 with the contact play at 8, White should take the corner with 16. 8 ends up hurting White in the lower right.

Black 17 blocks in the right direction. If Black plays 17 at 18, White plays 17 and profits more than Black.

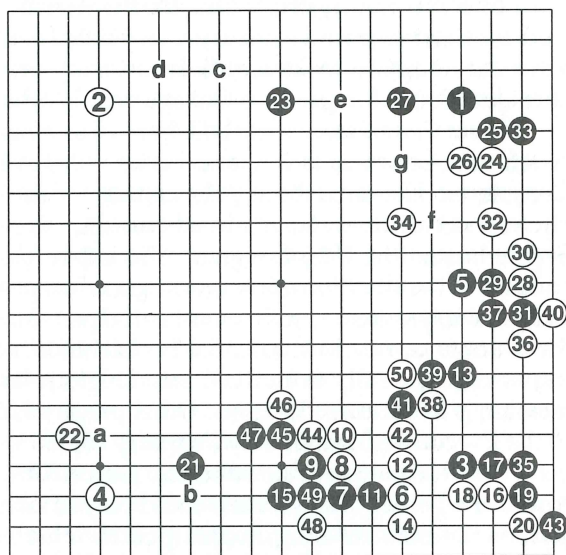
Evaluating the game after 18—White has gotten into Black's moyo, but Black has gotten solid territory and White's lower left corner is badly damaged. Black is ahead.

Black 21 is very much in the wrong direction. This is a big mistake. Black should play at 22; if White extends to *b*, Black 46 is nice.

White jumps into Black's moyo with 24, but his stones at 8-10-12 already ensure that the moyo won't get very big. White should take territory first with *c* or *d*. After *c*, White can follow up with *e*. White 24 gives Black corner territory, and Black will be able to attack the new weak group.

**YY:** I think White 24 is good—it's Black's biggest profit area.

**JJ:** Black 29 aims for territory on the lower right, but this area is very small. Black should attack with 1 in Diagram 1.



Game Record 1 (1-50)

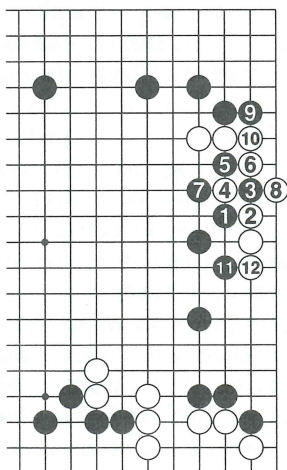


Diagram 1

YY: In Diagram 1, Black is very weak. He has played too many stones in this area.

JJ: Instead of 34, *f* or *g* is better, or play 36 to probe Black's answer.

YY: White *g* is too slow; *f* makes eye shape. 34 is fast but thin. I think Black 35 at *c* is much bigger than the game move.

JJ: Answering White's clamp at 36 with 1 in Diagram 2 is dangerous.

White 38 is gote. White should play at *c* instead. Black 39 at *d* is also bigger. Both players missed the important area.

If Black 43 is not sente (that is, if White is already alive), it's only worth about 8 points. In this case, taking the White stone with 54 is bigger.

After 47 you can see how badly placed 21 is.

## Game Record 2

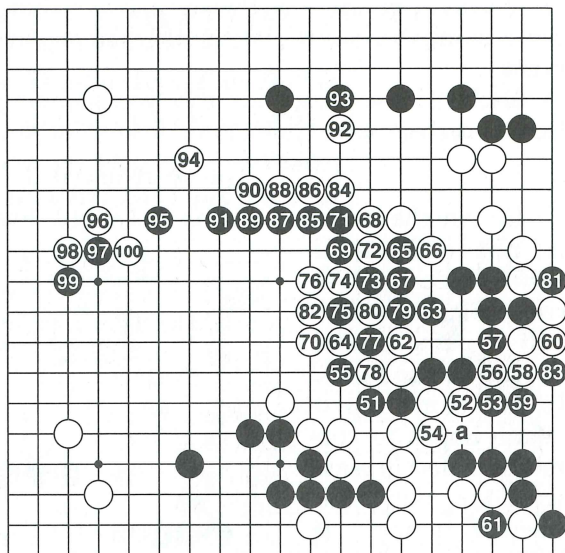
White 52 at *a* connects in sente; 52 in the game is gote.

White 60 should be at 81; it will be good for eyes later. But this is a small problem.

Saving two stones with 85 dramatically strengthens White.

*Janice Kim*: After the game, Dae Yol mentioned that he should have played a ko threat threatening to cut off 66, thereby weakening the entire White group and saving his own stones, instead of capturing the five stones on the side. This is a good idea if it works, but White can afford to answer a ko threat here because he has ko threats against the Black lower right group. Therefore a ko threat against 66 would just end up helping White while Black would capture the five side stones anyway.

In my opinion White started this ko too early. White captured two additional stones in the center, but he was thick there already. White loses his attack on the Black group, weakens his own group, and gives Black a



Game Record 2 (51-100)

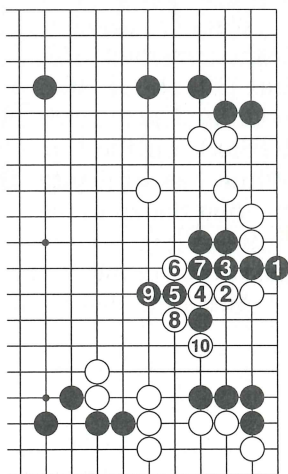


Diagram 2

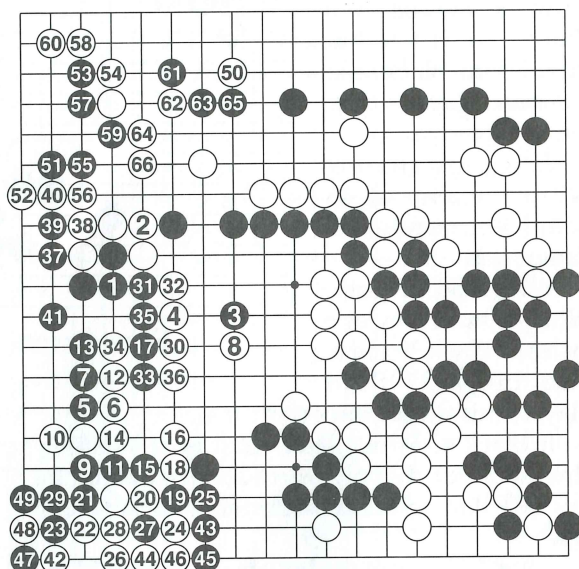
lot of solid territory. The thickness White gains by attacking Black's two center stones is not very effective if he has to play at 92 to protect his cutting point.

Black 99 looks dangerous; if he was planning to treat the center stones lightly, perhaps a two point jump instead of 95 is more consistent.

### Game Record 3

**JK:** Another way is to answer 107 at 110. Even killing the Black group is not enough if White's corner becomes Black's. White 110 seems to be hoping for too much. In the same spirit White hopes to correct his defect in sente with 116, but Black doesn't answer. If White can't get anything in the corner, 116 is a wasted move.

Black can also live in the corner with 155, but Black retains sente and gets some territory on the top. White has difficulty fighting the ko in the bottom left, so the game is favorable for Black.



Game Record 3 (101-166)

*Moves after 166 omitted, Black wins by one point.*

### JUJO ON LEARNING GO

*Go is a peaceful game. We learn to share with our opponents. The key to understanding the game is to learn to play the simple moves. In go there are a few fundamental principles which form the foundation of strong play. It is important that you study and come to understand these principles. This is quite different from memorizing professional games or rote learning of joseki. It is how to think about go positions.*

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# SPECIAL EXHIBITION GAME

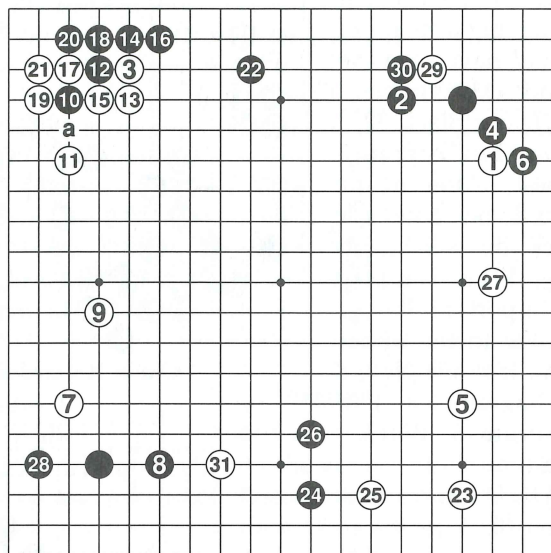
White: Zhu-jiu (Jujo) Jiang 9-Dan

Two Stones: Janice Kim 1-Dan

45 minutes per player: no overtime

Comments by Mr. Jiang and Ms. Kim

This lightning game between two US resident professionals brought the 1992 Congress to a rousing close. The game was transmitted by closed circuit TV to a packed auditorium. After they concluded, the players went to the auditorium to give their analysis.



Game Record 1 (1-31)

**Jujo Jiang:** Black 10 at 1 in Diagram 1 gives Black an easy result. White has too many stones in the lower left.

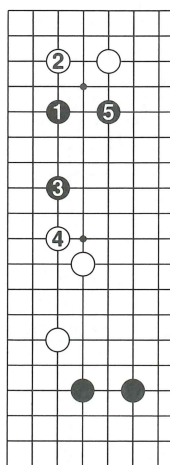


Diagram 1

Black 16 should be at 17 or 18; if I were Black, I'd play 18.

**Janice Kim:** I knew it wasn't good for Black but I hated to be sealed in. A dubious compromise.

**JJ:** Instead of 28, it's possible to make White overconcentrated with 1 in Diagram 2. After 28, Black's area between 8 and 24 is too vulnerable to invasion; she will suffer a loss there.

I wanted to reduce Black's territory with White 31. Black is ahead on territory and besides, there is no place for White to play. I was also thinking about the possible ladder in Diagram 3.

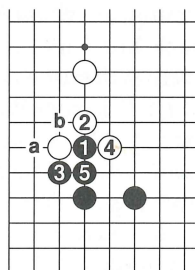


Diagram 2

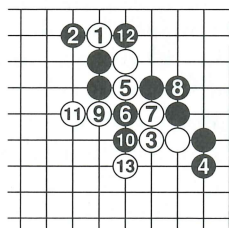


Diagram 3

**JK:** Actually, I was going to play 4 at 5 in Diagram 3. Black loses a lot on the side, but White loses his aji at the top, so I wasn't thinking of the ladder. . . . I suppose that it's too big a loss, so I should have seen the ladder as inevitable.

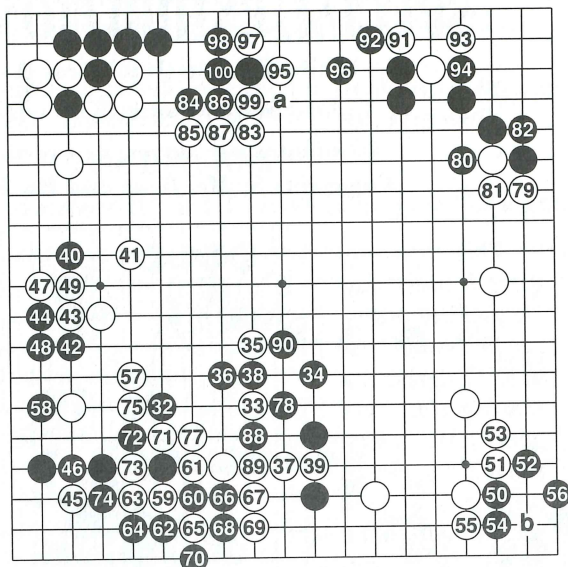
**JJ:** For Black 32, I believe 1 in Diagram 4 is best. After 10 the fight looks good for Black, but it's not so easy. White can play an important ladder breaker in the upper right. If White plays 8 in Diagram 4 at 1 in Diagram 5, Black gets too thick.

**JK:** White cannot connect when Black peeps at 36; with the sequence in Diagram 6 Black takes big territory. Connecting at 39 looks good for Black but I like the feeling of cutting off stones in the center.

**JJ:** If I were Black, I'd connect at 39. White's profit is more valuable than Black's center position. After 38, Black no longer has a bottom side moyo and White gets a lot of territory.

**JK:** I have trouble with the "String Bean" one point jumps in diagram 7. It's a holdover from when I was a beginner and my groups that looked like this all died.

**JJ:** With 40, Black should enlarge her moyo with 83 instead of reducing or invading White's moyo. Black's moyo is bigger. If Black wants to come in with 40, playing on the fourth line is safer. Invading White's corner is



Game Record 2 (32-100)

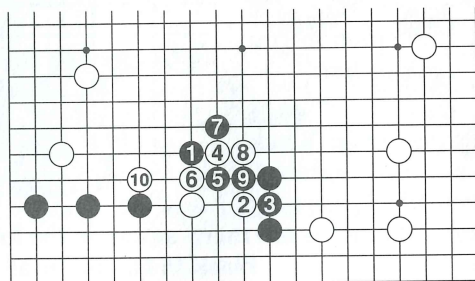


Diagram 4

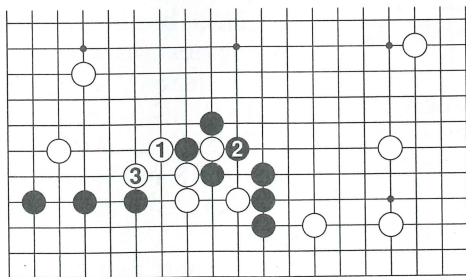


Diagram 5

worth about 22 points; with 52 or 54 it's still bigger for Black to play at 83, removing the aji in the upper right corner and reducing White's influence on the outside. White probably won't take gote to kill the corner anyway, so Black doesn't have to worry about it.

**JK:** I had a brain spike at 56. Obviously I should have lived with *b* instead of leaving the ko that developed later. I had counted on being slightly ahead with the sequence 40-49 and then living in the corner. Looking back on the situation I ought to have played harder instead of compromising.

**JJ:** After 56, White just has to be thick to win the game. If White is thick, the ko in the lower right will be easy for him and will end the game. Black does well with the sequence after 60 and gets a lot of territory on the bottom, but White is thick.

**JK:** I figured the game was pretty much over with the slip of 56, but I felt a little better with the sequence after 60, and getting the good point of 90. I think that White wasn't expecting it, so at least my death throes were interesting.

**JJ:** After Black 78 I took five or six minutes to think about the game. White is bigger on the left than Black is on the bottom. White could do the ladder in the upper right (Diagram 2) now. But I just wanted to play thickly. With 83, White should play the sente pushing moves starting with 114 and then take the vital point at 90. Black has no potential and White has plenty of territory. White 97 is a mistake. Black 98 at 1 in Diagram 8 takes a stone, but even this is O.K. for White. White is thick and has lots of ko threats.

After 107 the game would be close if the Black group in the lower right were unconditionally alive.

*Black resigns after 167 (see final Game Record on p. 27).*

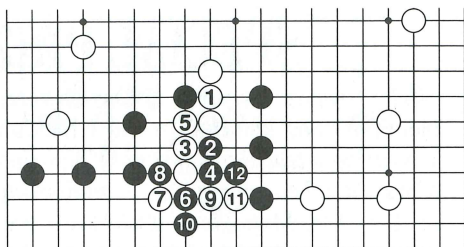


Diagram 6

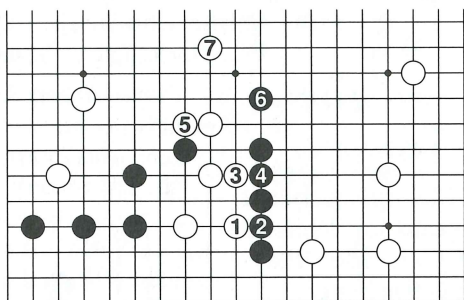


Diagram 7

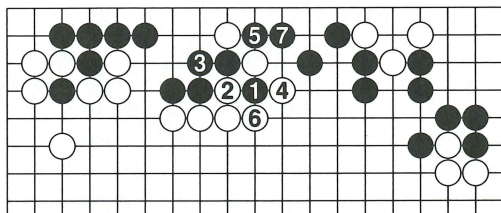


Diagram 8



# SPECIAL PRIZE GAME

This year a special prize was awarded to the top-ranked player who played the most handicap games in the Congress Self-Paired Tournament. This prize, a teaching game with Zhu-jiu (Jujo) Jiang, was won by Takao Matsuda, who won the US Championship many times in the 1960's and 1970's. Mr. Matsuda published a series of "Go Letters" in the 1960's, some of the earliest high level commentary in English. Part of his prize game appears below.

**White: Zhu-jiu (Jujo) Jiang 9-Dan**

**Black: Takao Matsuda 6D**

*Played August 8, 1992*

*45 minutes per player; no overtime*

*Comments by Mr. Jiang*

Black 8 makes it too easy for White to get both sides. Playing at 9 is better.

Black 14 is awkward. If you capture White 9 later, you wouldn't want a stone at 14; it would be on the "inside" after the capture. So capture 9 now with a Black play at 34.

Black 20 should be at 23. Then the B20-W21 exchange is terrible for Black.

With 28, Black should grip the White stone with 34. After a play at 34, a Black stone at 28 would be superfluous.

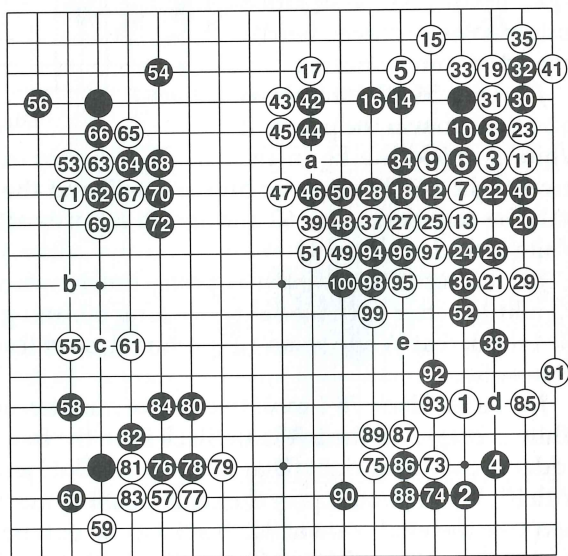
Black 38 is a good move.

Black 42 should be at *a*. Don't let White enclose you. Black is much stronger than White here. Playing at *a* is not just for escape, it's also an attack on White's center stones.

Black 48 at 50 would leave more cutting points in White's shape.

Black 52 is too slow. He should attack White 1 by playing at 93.

Black 54 at *b* makes a position for Black and takes away White's potential. By White 55, the game is getting close.



**Game Record: 1-100**

At 60, if Black doesn't want to invade between 53 and 55, he should attach at *c* to start to counteract White's thickness.

Black 72 at 90 is big enough, since Black gets bigger and White gets smaller.

Black 76 at *d* is bigger. It's worth 40 points—20 points in territory and this value is doubled because it is reverse sente.

Instead of 80, Black should force White first with 1 in Diagram 1. Now it's a fight and Black gets sente to connect at *a* in the Diagram. In the game it is hard for Black to fix his position without losing sente.

Connecting at *d* in the Game Record is still bigger, but 84 would feel big to most go players. It's very hard to give up two stones (76 & 78).

After 92, the situation for Black is difficult. White can sacrifice the five stones (37 etc.) but Black cannot be so flexible. He must save his right side group. Note that if White plays 1 in Diagram 2, he dies.

Black 94 is wrong; the best answer is *e*.

*Subsequent moves omitted. Black loses on time.*

*The preceding three games were recorded and edited by Phil Straus.*



# JIANG VS. KIM: Game Record 3 (from p. 25)

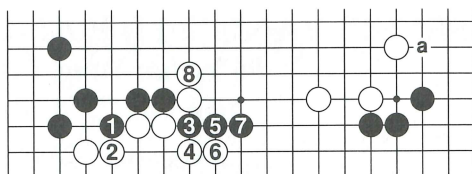


Diagram 1

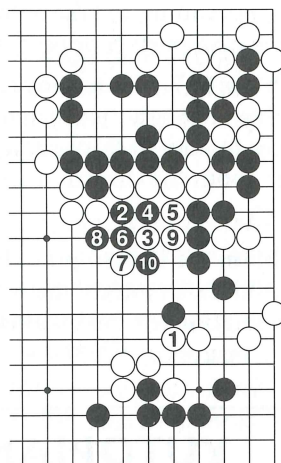
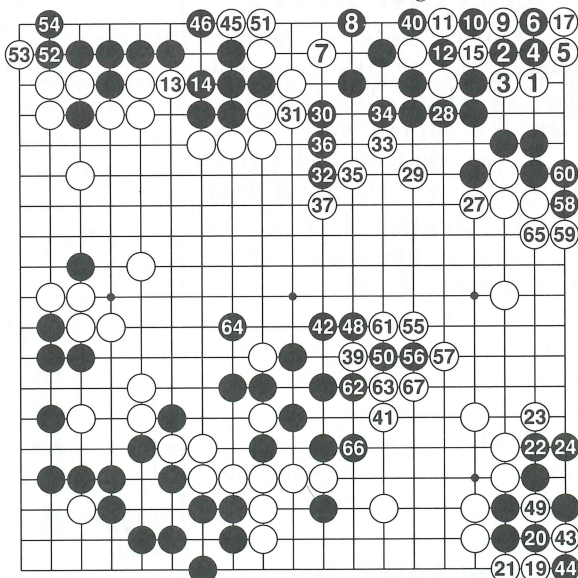


Diagram 2



Jiang vs. Kim: Game Record 3 (101-167)

116@109, 118@116, 125@102, 126@106,  
138@112, 147@143.

# SENSEI YANG'S LIFE AND DEATH PART V

by Yi-lun Yang, Instructor

American Go Institute

translated by Chen-dao Lin

## Problem 1: Black to play (Easy)

White throws in (at the marked White stone) planning to take a little advantage. This opens up a perfect opportunity for Black.

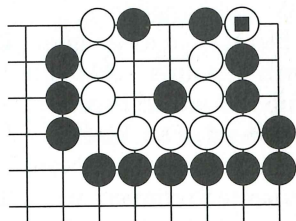
## Problem 2: White to play (Not so easy)

Even though there are not that many places to play in this problem, one needs to be clear about the direction and not respond aimlessly.

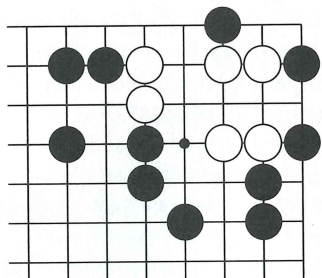
## Problem 3: Black to play (Hard)

White's shape still has some flaws. Identify the flaws and devise the combination for the breakthrough.

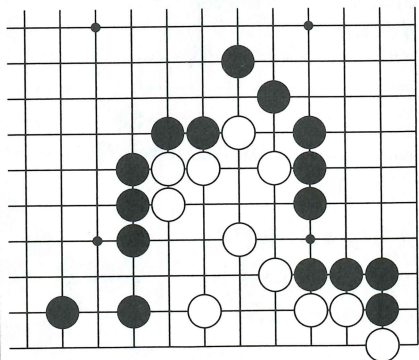
(Answers on p. 38)



Problem 1: Black to play



Problem 2: White to play



Problem 3: Black To play

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# HOW TO PLAY HANDICAP GO

by James Kerwin

*This year's Go Congress took place in Salem, Oregon. The site, Willamette University, was attractive, and the Congress was well run. While I work hard at Congresses, I do enjoy them. I've gotten to know many people through the Congresses, and these friendships add warmth to the event.*

*During that Congress I played around 30 handicap games, both in simultaneous matches and teaching games. I was stunned to realize that only two of the Black players had any idea how to approach a handicap game. Handicap go is actually easy to play correctly. In this and future articles I'll present the plan for handicap go.*

*I will give a foolproof plan for Black in handicap games. Note that this plan will not insure you win all, or even a majority of your handicap games. The nature of the handicap system forces a winning percentage of around 50%. Even if the plan allows you to win all your games, your handicap will drop and you'll be back to winning about 50%.*

*But with this plan Black will give White trouble in every game. Black will win a fair number in the middle game. And if White does creep ahead, it will be in the endgame.*

## THREE GOLDEN RULES OF HANDICAP PLAY

### 1: Go for power!

Without effort Black will get enough territory to win, so Black doesn't need to worry about territory. Black can afford to emphasize power over territory.

What does it mean to go for power? Of course everyone knows that walls create power. But more importantly, power is keeping one's own groups linked up and the enemy's groups separated. Do not let White seal any of your groups into a small area, and bottle White up if you can. Further, going for power means playing moves that pressure White. Hinder his development and make him work to settle his groups. Going for power does *not* mean trying to kill White groups. Killing attacks are territorial, and they weaken your positions.

There are only two losing scenarios in a handicap game. The first is that Black initiates a territory fight. If he loses the fight the game may be over. Even if the game is not over White has gotten a large gain and Black has nothing. The other losing scenario is that Black allows White to build power and start attacking. White will catch up a lot while attacking, and may be able to pull ahead.

If Black consistently plays for power both these scenarios are avoided. Since Black doesn't initiate territory fights he can't take a big loss in one. Also, since Black takes power White will be unable to attack from strength.

## Game Record 1

This game from the Congress is typical of what I saw. I'd like to point out some of the problems with Black's play.

First, Black is too concerned about territory, and not interested enough in building power. For example, Black 10 allowed White to play off of Black's lower right corner, building power facing the right side, where Black later lost the group. Handicap games are won with power.

In addition, notice how willing Black is to fight where White is strong.

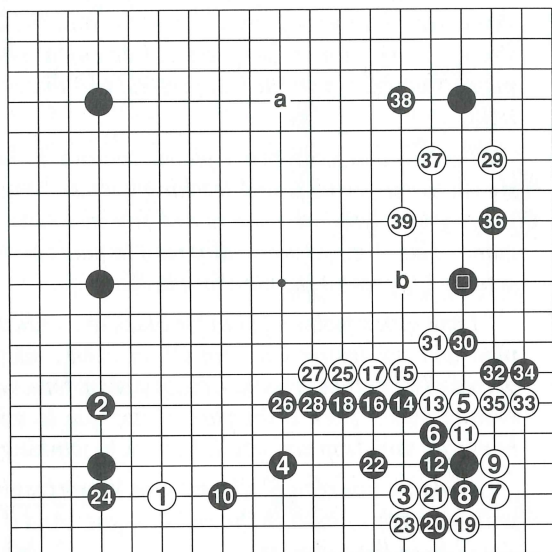
Black's response to White 29, 30 etc., was to try to live on the right side.

The end result was that the right side group died, ending the game. Fighting where the enemy is strong is the worst thing one can do in any game, yet it is one of the most common mistakes.

Finally, Black does not show enough caution. Black ignored both White 29 and 39, neglecting his weak upper right corner. When playing a much stronger fighter it is imperative to think "safety first". Because of Black's recklessness, White was able to link an attack on the corner with an attack on the side group.

Let's look at this game from the perspective of the Golden Rule. Black 4 is a good move. Black isn't thinking of territory; he is not concerned about White making a big lower side territory. Black plays 4 to build power. Black 4 is a power move because it separates White 1 and 3, which makes White weak. More than anything else power is being connected, and weakness is being separated. White will try to attack Black 4, but Black has more strength here than White and he cannot be sealed in. Black must be willing to fight for power.

But having started off right, Black quickly reverts to a territory game. Black 10 is a territory move, and misses a chance to build power to the right. Often, when Black stones and White stones are touching, there is a chance



Game Record 1 (1-39)

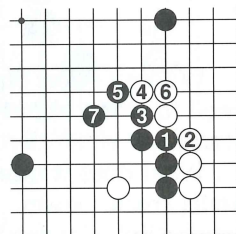


Diagram 1

to push off the enemy and build power. This is true here. The joseki through 7 in Dia. 1 gives Black a solid wall facing the lower side. In the game White was able to push off of Black, building valuable power facing the right side. The difference between the game and Dia. 1 is huge.

Black 24 is another territorial move. 24 at *a* is a power move. It is well positioned to attack any move White makes on the upper side.

When you have sente, use it to build up large structures in areas where there are no White stones. When White invades, and I promise you he will, your reinforcements will allow you to make him sweat.

## 2: Give White Territory Where He Has Power

The second part of the plan is to concede territory to White where he is strong. There are a number of reasons why Black shouldn't fight there.

First, if White is strong there is a good chance Black will die. Such a calamity could end the game. Second, where White is strong Black's moves will have little or no attacking value. Consequently moves there do not build power; they just deprive White of territory.

Black 30 could be called the losing move. Black should play at 38 instead. Black is planning to allow White to take Black's marked stone if White wants. If White doesn't secure the marked stone, at some later time Black will come back and save it, but only after Black's positions are strong and can not be threatened by White.

## 3: Watch Your Weak Groups

The third part of the plan is to be extra cautious when your groups become weak. By "cautious" I mean: First, don't let your groups get sealed in. As long as your groups have access to the center they are safe. But when they get sealed in they can die. Second, when they do get sealed in you should be willing to reinforce them, even if you "think they're alive." I've killed hundreds of groups that Black "thought were alive." Even if they are alive, and you know how to defend them correctly, you will strengthen nearby areas indirectly by denying White forcing moves against your group.

Black cannot be killed after White 39, but I'd still like to see Black play at *b*. This move not only further strengthens Black's side group, but it also separates White, and aims to attack White. Also it indirectly strengthens the corner by weakening White's attacking stones. It is a power move as well as a safety move.

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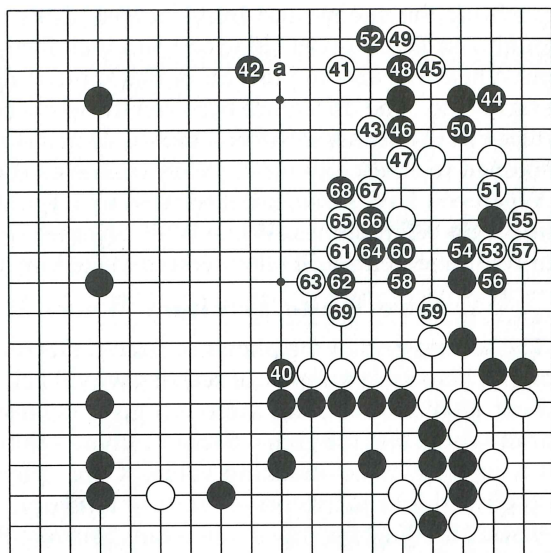


At 40, If Black doesn't play *a*, I prefer 1 in Dia. 2 to the game move. This reinforces the corner, builds upper side territory, and prevents White from linking an attack on the corner with an attack on the side.

Black 42 violates every principle in my handicap go plan. It is not a power move, and it allows White to build power. In addition, it is extremely risky. Black didn't manage to live cleanly and that ended the game.

Black should have followed Dia. 2. By breaking out to the center Black separates White. By weakening White Black gains power for himself. Black gets a further gain in power by strengthening his corner group. In addition, after 7 White must be concerned about a Black play at *a*. White's marked stones could face a severe attack.

When White got to play 53 Black's side group was dead, and the game was over.



Game Record 2 (40-69)

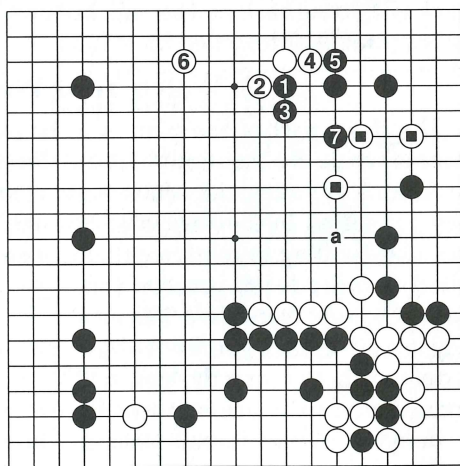


Diagram 2

## Summary

Let me review the elements of the plan. First play for power. More than anything else this means keep White's groups separated and don't let White seal your groups in. If any of your stones become vulnerable move out into the center. The other part of power is walls and solid positions. When Black and White stones are touching push off of White to build power by making a wall.

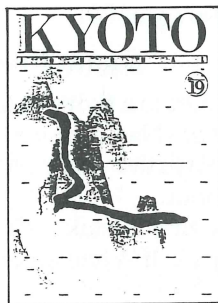
Second, do not get concerned about territory. Black will surely get enough to win.

Third, be very cautious when your groups get weak. Think safety first. As long as your groups are alive you can aim to attack later. And if they get sealed in, your caution should be intensified.

I've ripped Black's play to shreds in this article. But don't forget Black is a dan holder. The point here is not that Black played poorly, but that even strong players don't know how to approach handicap play. I assure you this game was quite typical.

In my next article I'll present another handicap game filled with typical errors of approach. There are some more parts to the plan, but I'll cover them in future articles. It's most important now to see the damage caused by the wrong approach.●●

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# MASTERPIECES OF HANDICAP GO

White: Rin Kaiho, Meijin

Black: Ikeda Toshio, three-stone handicap

Played August 11, 1974

Commentary by Takagi Shoichi 9-dan and James Davies

Next time you read news about the Fujitsu Cup, take a moment to reflect that this tournament might never have existed if Fujitsu had not become Japan's leading computer manufacturer, and Fujitsu might never have reached that position had it not been for Dr. Ikeda Toshio (1923-1974). Present at the birth of Fujitsu's first computer, Dr. Ikeda was a brilliant hardware designer who brought Fujitsu up to the world-class level and inspired the generation of computer engineers that carried on after him. He was passionately devoted to computers, classical music and go, and was a good friend of Go Seigen and Rin Kaiho. Here we show one of his last games again Rin.

## Game Record 1 (1-66)

**Black 2 to 10:** Off to a flying start. Ikeda may have read *Breakthrough to Shodan* by Miyamoto Naoki, or perhaps he inspired them. Despite various mistakes, Ikeda plays this game in the 'breakthrough' spirit and keeps the initiative throughout.

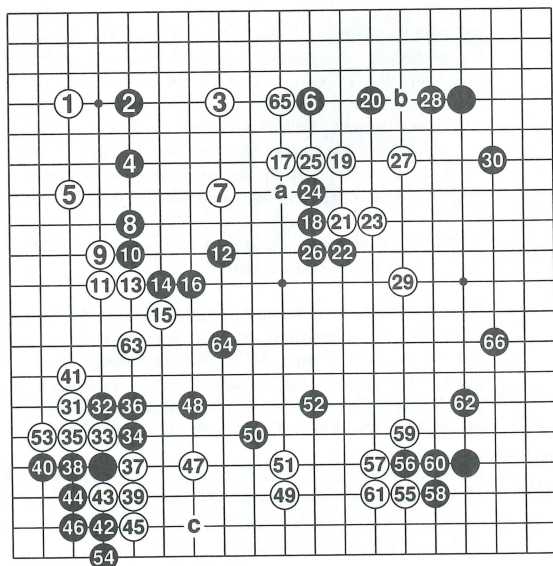
**Black 12:** The first mistake, already. Black should push once more at 13 before playing 12. If White ignores Black 13, Black happily hanes below 11.

**White 13:** Takes a very good point.

**Black 14 and 16:** Safe and sure but somewhat submissive. Perhaps Black should ignore White 13 and step up his attack with *a*.

**Black 18:** The right idea, but Black 26 would be slightly better. White comes shooting through at 19.

**Black 28:** A novel defense against White *b*. Ikeda's novel circuit designs won



Game Record 1 (1-66)



prizes, but not Black 28.

**Diagram 1:** Black 1 to 5 is better.

**Black 32:** A standard handicap joseki, but not the best move, especially since Black doesn't know the right continuation. Black should forget about this corner for the time being and play Diagram 2.

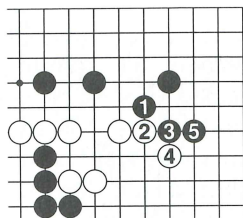


Diagram 1

**Diagram 2:** Black 1 threatens *a*, so White replies at 2. Black plays 3, then 5, again threatening *a*. If White answers tamely at *b*, the whole exchange is in Black's favor. If White resists with 6, Black plays 7 and 9, once again threatening *a* and setting up a large move at *c*.

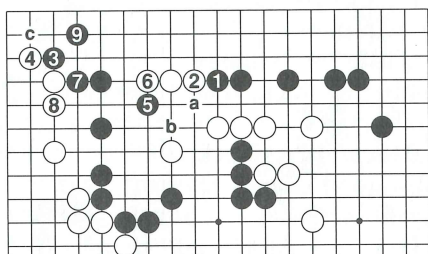


Diagram 2

**Black 34:** Normally correct, but in this situation Black should give atari from below.

**Diagram 3:** White becomes overconcentrated and Black gets a large corner.

**Black 50:** Good move.

**Black 52:** Another good move. Besides defending his stones, Black starts to build territory in the center.

**White 53:** Slightly premature.

**Black 54:** Lives and threatens *c*.

**Black 56:** Good, but Black still doesn't know the best continuation.

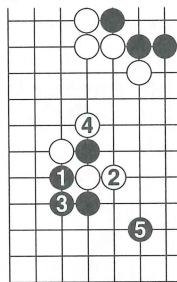


Diagram 3

**Black 58:** Black should crosscut at 61. See Dias. 4 and 5 for two of the many possible continuations.

**Diagram 4:** If White captures Black 1, he becomes overconcentrated and fails to reach the center. (Black can also play 7 at 8.)

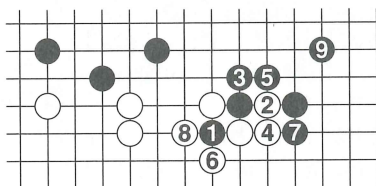


Diagram 4

**Diagram 5:** If White plays this way he gets the corner, but Black is now in a very strong position to attack White's top group with 1 in Diagram 2.

**White 65:** White has been aching to play here. Besides making good shape, White 65 is sente, or at least it should have been.

**Black 66:** Black 95 is bigger, but Ikeda was never one to follow the dictates of his opponent's last play.

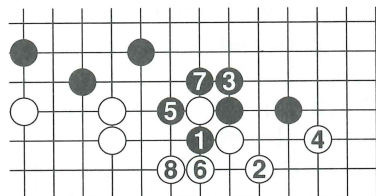


Diagram 5

## Game Record 2 (67-100)

**White 69:** White expected this to be a forcing move. With Ikeda for an opponent he should have known better.

**Black 70 to 78:** Strong replies.

**White 79:** White is pushing his luck. He should play *a*.

**Black 82:** Black had a good chance to play 89 here.

**Dia. 6:** Against Black 1, White does best to take the corner with 2. Black 3 is sente, threatening 4, so Black can also play 5. White's center group is badly weakened and the marked white stone is left ineffective.

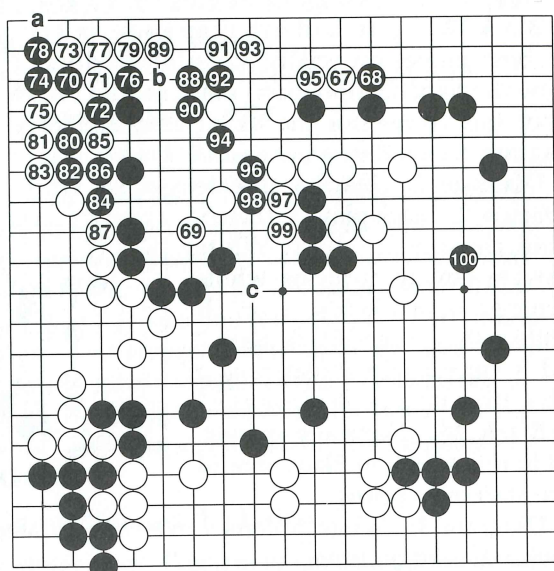
**Dia. 7:** White should not clamp Black 1 at 2. That would be the road to ruin for his center group.

**White 87:** Considering Dias. 6 and 7, the honest move is White *b*.

**Dia. 8:** White gives on the left and takes at the top. Now his center group is safe, but unfortunately Black's is too. If cut, Black can live with *a*, so the marked stone is again ineffective.

**Black 88:** Misses another chance to play 89.

**White 89 to 95:** White links up to his center group and takes considerable territory besides. In this fight, Rin



Game Record 2 (67-100)

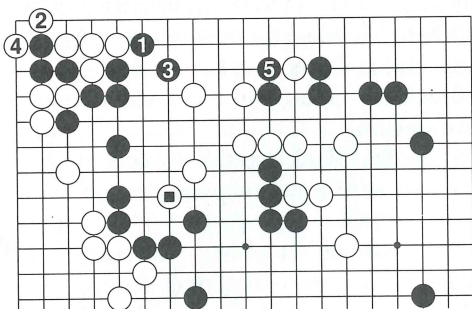


Diagram 6

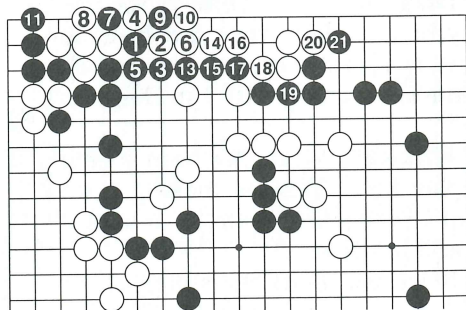


Diagram 7 (12@9)

seemed to know just how much he could get away with.

**Black 96 and 98:** Black deals with the offending stone at 69 by capturing it in a seemingly big way, but Black's center position is now flawed at c.

**Black 100:** Nevertheless, Black has kept sente and is still ahead.

### Game Record 3

**White 107:** A tesuji.

**Black 114:** Ikeda must have known this was bad shape. Apparently Black *a* did not occur to him. If White had gotten to play 132, the superiority of Black *a* to Black 114 would have become painfully apparent.

**White 115:** Finds the flaw in Black's position and starts a final battle. If White can win part of the center, he can win the game.

**Black 116 and 118:**

Perfect moves. Ikeda is not going to give Rin an easy victory.

**Black 122:** Ikeda was a prime exponent of reliable computer design, but he took risks on the go board and this was one of them. Had he played this move at 135, he would have been completely out of danger.

**Black 124 to 128:**

With nerves of steel, Ikeda captures four stones on the right side and gambles the life of his center group.

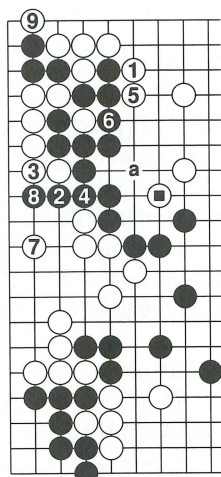
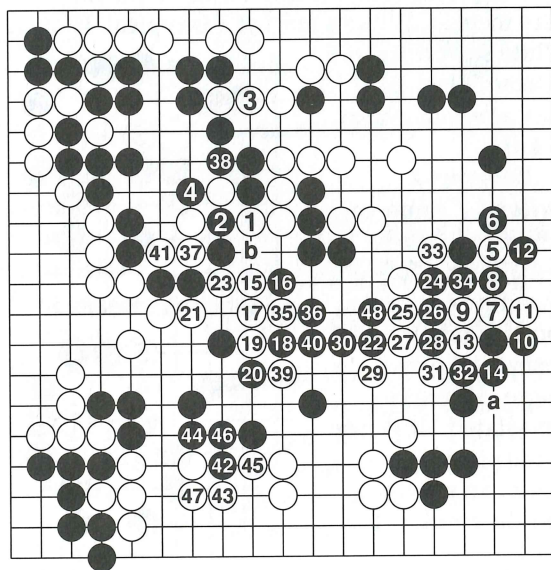


Diagram 8



Game Record 3 (101-148)

**White 137:** Sensing either victory or defeat, Rin makes a slight slip. White *b* would be a few points better. Black could not then afford to answer at 138.

**Black 142 to 148:** At what point did Ikeda have this defense read out? In the early 1970s, Ikeda was accused of gambling with Fujitsu's future by switching computer architectures, but he proved to have the situation judged correctly. Here, too, his moves prove irrefutable and his judgment is vindicated. Black has one eye at 139 and another between 136 and 148, and the game is over. *White resigns after Black 148.*●●

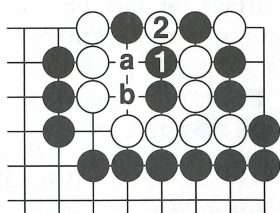


## Solutions to Yang's Life And Death from p. 28

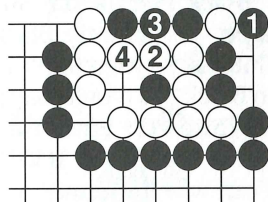
### Solution to Problem 1: Ko

Black's play at 1 is the good move. White has to fight the ko in order to survive. If White 2 ataris at *a* instead, Black connects at 2. After White takes the five stones with *b*, Black throws in at 2 and kills White unconditionally.

**Diagram 1 (failure):** If Black captures at 1 or connects at 3, White reaches safety after 2 and 4 since Black is unable to connect back.



Problem 1: Solution



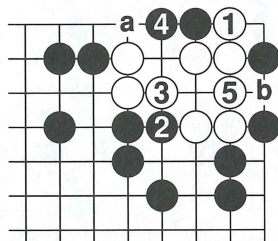
Problem 1: Failure

### Solution to Problem 2: Life

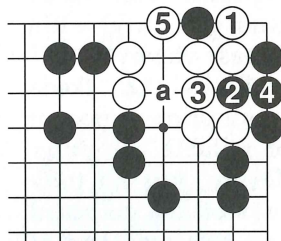
The key point for life is White 1. If Black 2 and 4 attempts to destroy the eye space, White 5 is a beauty of a countermove. White is now alive for certain since it will get either *a* or *b*.

**Diagram 1 (variation):** If Black 2 plays here instead, White's atari at 3 is typical. If White 3 captures at 5 instead, Black can play at *a* causing ko to kill.

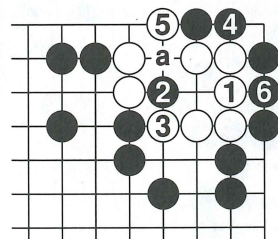
**Diagram 2 (failure):** Connecting at White 1 first is rash. Black 2 followed by 4 is a nice combination that destroys the eye shape. White is devastated. If White 3 cuts at 6 instead, Black can push at *a* and the result is the same.



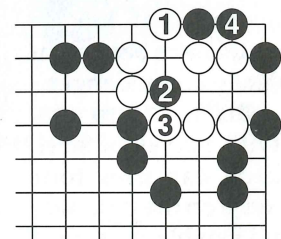
Problem 2: Solution



Problem 2: Diagram 1



Problem 2: Diagram 2



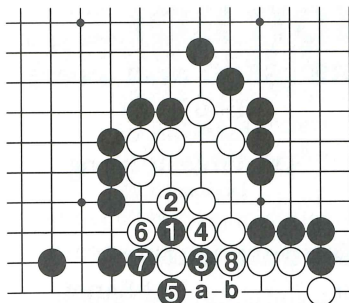
Problem 2: Diagram 3

### Diagram 3

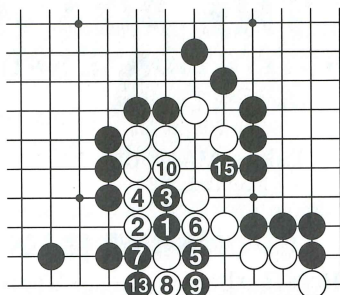
**(failure):** White's atari at 1 is also a mistake. The result is the same as the previous diagram after Black 2 and 4.

### Solution to Problem 3 (next page): Ko

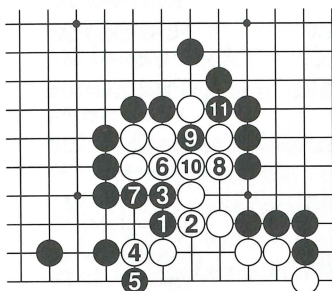
The attachment of 1 followed by 3 is a beautiful tesuji. White at 2 is the best response. The sequence to Black 9 becomes ko. If Black connects at *a*, White ataris at *b* and makes another eye.



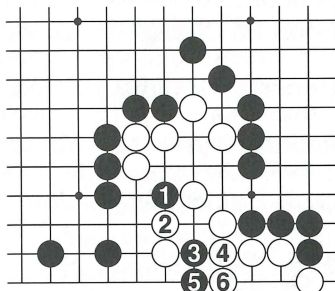
Problem 3: Solution (9@1)



Problem 3: Diagram 1 (11@1;  
12@3; 14@4)



Problem 3: Diagram 2



Problem 3: Diagram 3

**Diagram 1 (variation):** If White plays at 2 here when Black attaches at 1, Black sacrifices one more stone with 3 followed with 5, an exquisite technique. White is now dead unconditionally with the continuation to 15. If Black plays 3 at 5 directly, White cuts at 6 and lives.

**Diagram 2 (variation):** If White tries 2 here to counter Black 1, Black simply plays at 3 and White is still not alive.

**Diagram 3 (failure):** Black 1 picks the wrong point here. After White 2 takes the key point, it has a live shape.●●

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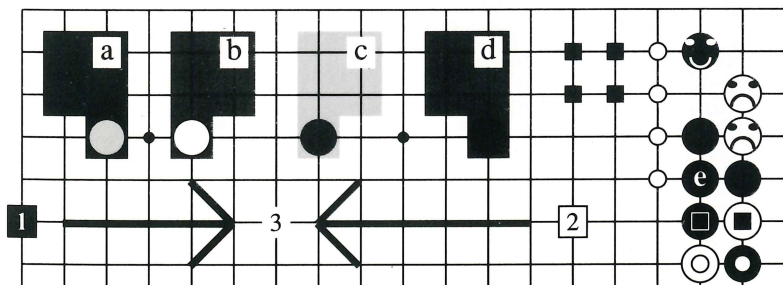
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